Gremlin Industries

1973

Play Ball – Fourth Quarter 1973
- Jerry Hansen – Designer, Hardware Engineer
- Lynn Fogleman – Technician
- Jeffery Fogleman – Technician
- Lonnie Pogue – Artist

1975

Trapshoot – First Quarter 1975
- Jerry Hansen – Designer, Hardware Engineer
- Lynn Fogleman – Technician
- Jeffery Fogleman – Technician
- Lonnie Pogue – Artist

1976

Fooswall – April 1976
- Lane Hauck – Designer, Programmer
- George Kiss – Programmer
- Agoston Kiss – Programmer
- Lonnie Pogue – Artist

Blockade – December 1976
- Lane Hauck – Designer, Programmer
- George Kiss – Programmer
- Bob Pecoraro – Audio

1977

CoMotion – March 1977
- Lane Hauck – Designer, Programmer
- Bob Pecoraro – Audio
- Ole Olsen – Industrial Designer

Hustle – May 1977
- Lane Hauck – Designer, Programmer
- Bob Pecoraro – Audio
- Lonnie Pogue – Industrial Designer

Tenpin – August 1977

Depthcharge – September 1977
- Lane Hauck – Designer, Programmer
- Bob Pecoraro – Audio

Team Football
Table version of Fooswall
Lonnie Pogue – Artist

Unreleased

Crazy Ace
Lane Hauck – Designer, Programmer

1978

Safari – February 1978
Adapted from a game of the same name by Taito Corporation

Blasto – July 1978
Lane Hauck – Designer
Bill Blewett – Programmer
Bob Pecoraro – Audio

Frogs – November 1978
Agoston Kiss – Designer, Artist
Bill Blewett – Programmer

All Star – December 1978

Fortress
Lane Hauck – Designer

1979

Gee Bee – May 1979
Licensed from Namco Ltd

Head-On – May 1979
Lane Hauck – Designer
Bill Blewett – Programmer

Head-On 2 – December 1979
Lane Hauck – Designer
Bill Blewett – Programmer

Invinco – December 1979
George Kiss – Designer, Programmer
Medo Moreno – Programmer

Deep Scan – December 1979
Lane Hauck – Designer
George Kiss – Programmer

Medo Moreno – Programmer

Monaco GP – December 1979
Licensed from Sega Enterprises Ltd

1980

Astro Fighter – May 1980
Licensed from Data East

Car Hunt – May 1980
Licensed from Sega Enterprises Ltd

Digger – July 1980
Dave Evans – Programmer
Terry Sorensen – Support
Barbara Michaelec – Support
Craig Edwards – Support
Larry Clague – Support

Carnival – August 1980
Lane Hauck – Designer
Medo Moreno – Lead Programmer
Helene Schlein – Programmer
Murphy Bivens – Programmer
Craig Edwards – Programmer

Tranquilizer Gun – August 1980
Licensed from Sega Enterprises Ltd

Moon Cresta – November 1980
Licensed from Nichibitsu
Originally known as Stellar Ranger

Space Tactics
Licensed from Sega Enterprises Ltd

N-Sub
Licensed from Sega Enterprises Ltd

<u>Unreleased</u>

Space Disk Launcher
Lane Hauck – Designer
Medo Moreno – Programmer

1981

Space Firebird – January 1981

Licensed from Nintendo Co Ltd

Astro Blaster – February 1981
Garry Shannon – Designer, Programmer
Barbara Michaelec – Programmer

Astro Fighter – April 1981
Licensed from Data East

Pulsar – June 1981
Larry Clague – Programmer
Craig Edwards – Programmer
Mike Hendricks – Programmer
Chuck Williams – Audio

Space Odyssey – August 1981
Licensed from Sega Enterprises Ltd

Space Fury – August 1981
Murphy Bivens – Designer, Programmer
Jonathan Zap – Programmer
Tim Skelly – Artist
Bob Pecoraro – Hardware Engineer

Frogger – September 1981
Licensed from Konami Industries Ltd

Turbo – December 1981
Licensed from Sega Enterprises Ltd

Eliminator – December 1981
Lane Hauck – Designer
Larry Clague – Programmer
Mike Hendricks – Programmer
Steve Hostetler – Programmer
Barbara Michaelec – Programmer
Medo Moreno – Programmer
David Cartt – Audio

Borderline
Licensed from Sega Enterprises Ltd

1982

005 – January 1982
Licensed from Sega Enterprises Ltd

Tactician – February 1982
Licensed from Konami Industries Ltd

Zaxxon – April 1982
Licensed form Sega Enterprises Ltd

Zektor – August 1982
Murphy Bivens – Designer, Programmer
Jonathan Zap – Programmer

Sub-Roc 3D – September 1982
Licensed from Sega Enterprises Ltd

Pengo – October 1982
Licensed from Sega Enterprises Ltd

Tac/Scan – October 1982
Lane Hauck – Designer
Brian Millar – Programmer
Mike Hendricks – Programmer

Buck Rogers: Planet of Zoom – December 1982
Licensed from Sega Enterprises Ltd

Super Zaxxon – December 1982
Licensed from Sega Enterprises Ltd

Monster Bash – December 1982
Licensed from Sega Enterprises Ltd

1983

Star Trek: Strategic Operations Simulator – February 1983
Murphy Bivens – Designer, Programmer
Sam Palahnuk – Designer, Programmer
Jonathan Zap – Programmer

Congo Bongo – April 1983
Licensed from Sega Enterprises Ltd

Championship Baseball – August 1983
Licensed from Sega Enterprises Ltd

<u>Unreleased</u>

Razzmatazz

Ixion
David Conover – Artist

Pig Newton

Bill Blewett – Designer

Star Trek III: Dartz
Cherry Sweig – Artist

Take Five
Dan Viescas – Art

Robert the Time Rabbit
Dan Viescas – Art

1985

<u>Unreleased</u>

Turbo Tag
Sam Palahnuk – Designer
Shannon Donnelley – Designer
Steve Radosh – Designer
Steve Meyer – Programmer
Robert Patton – Support
Scott Morrison – Artist
Novak – Audio

Cinematronics

1975

Unnamed Pong-type Game
Paul Samuel Shepherd – Engineer

1976

Flipper Ball

1977

Embargo – April 1977
Robert Shaver – Engineer, Designer

Space Wars – December 1977
Larry Rosenthal – Engineer, Programmer, Designer
Dave Needle – Support

1979

Star Hawk – March 1979
Tim Skelly – Designer, Programmer, Artist

Sundance – November 1979
Rob Patton – Programmer, Designer

1980

Rip Off – March 1980
Tim Skelly – Designer, Programmer, Artist

Star Castle – October 1980
Tim Skelly – Designer, Programmer, Artist
Scott Boden – Programmer
Rick Bryant – Cabinet Artist

<u>Unreleased</u>

Clown Skeet
Tim Skelly – Designer, Programmer
Scott Boden – Programmer

1981

Armor Attack – June 1981
Tim Skelly – Designer, Programmer, Artist

Rick Bryant – Cabinet Artist

Solar Quest – December 1981
Scott Boden – Programmer, Designer

1982

War of the Worlds – February 1982
Tim Skelly – Designer, Artist
Rob Patton – Programmer
Rick Bryant – Cabinet Artist

Boxing Bugs – April 1982
Jack Ritter – Designer, Programmer, Artist
Scott Boden – Programmer
Earl Stratton – Programmer

Jack the Giantkiller – May 1982
Developed by Hara Industries

Naughty Boy – June 1982
Developed by Jaleco

Zzyzzyxx – November 1982
Developed by Advanced Microcomputer Systems
Michael Knauer – Programmer
Later released as Brix

<u>Unreleased</u>

Hovercraft
Jack Ritter – Designer, Programmer
Rob Patton – Programmer

Cutter
Bob Skinner – Designer, Programmer

Intrepid
Bob Skinner – Designer, Programmer

Unnamed Bird Game
Scott Boden – Programmer

Unnamed Torpedo Game
Scott Sexton – Programmer

Unnamed Maze Game

1983

Cosmic Chasm – April 1983
Concept Licensed from General Consumer Electronics
Bob Skinner – Designer, Programmer

Dragon's Lair – June 1983
Developed by Advanced Microcomputer Systems
Victor Penman – Writer
Darlene Waddington – Writer
Donna Stevens – Writer
Marty Foulgier – Writer
Michael Knauer – Programmer
Earl Stratton – Programmer
Vince Lee – Programmer
Don Bluth Productions – Animation, Audio, Production
Christopher Stone – Music

1984

Space Ace – March 1984
Developed by Advanced Microcomputer Systems
Darlene Waddington – Writer
Donna Stevens – Writer
Marty Foulgier – Writer
Don Bluth Productions – Animation, Audio, Production
Christopher Stone – Music

Freeze – December 1984
Bob Skinner – Designer, Programmer
David Dentt – Programmer
Dan Viescas – Artist

<u>Unreleased</u>

Express Delivery
Dan Viescas – Artist
Mike Ditto – Programmer

Formation 14
Mike Ditto – Programmer

1985

Info-Mania/Reflex – January 1985

Cerberus – March 1985
Phil Sorger – Designer, Programmer, Audio
Steve Hostetler – Designer, Programmer
David Dentt – Programmer

Dan Viescas – Artist
Dana Christianson – Artist
Tom Carroll – Artist
David Cartt – Audio, Music
Ken Hull – Artist
Alex McKay – Hardware Engineer

Mayhem 2002 – July 1985
Bob Skinner – Designer, Programmer
Phil Sorger – Designer, Programmer, Audio
David Dentt – Designer, Programmer
Tom Carroll – Artist
Dana Christianson – Artist
Bob Loney – Programmer
Ken Hull – Programmer

Power Play – September 1985
Bob Skinner – Designer, Programmer
Phil Sorger – Designer, Programmer
Jerry Huber – Artist
Tom Carroll – Artist
Dana Christianson – Artist

World Series: The Season – November 1985
Medo Moreno – Designer, Lead Programmer
Steve Hostetler – Programmer
Bob Skinner – Programmer
Phil Sorger – Programmer
Dan Viescas – Artist
Dana Christianson – Artist
Jerry Huber – Artist
Tom Carroll – Artist

1986

Alley Master – May 1986
David Dentt – Designer, Programmer
Steve Hostetler – Programmer
Medo Moreno – Programmer
Dan Viescas – Artist
Jerry Huber – Artist

Danger Zone – December 1986
Bob Loney – Designer, Programmer
Dana Christianson – Artist
Jerry Huber – Artist
Steve Hostetler – Programmer
David Cartt – Sound
Ken Hull – Programmer

Dan Viescas – Industrial Design

Redline Racer – December 1986
John Morgan – Designer, Programmer
Jerry Huber – Artist
Kevin Lydy – Artist

Unreleased

Striker
Four player variation of Power Play
Bob Skinner – Designer, Programmer
Phil Sorger – Designer, Programmer

1987

Double Play: Super Baseball / Home Run Derby – September 1987
Medo Moreno – Designer, Programmer
Steve Hostetler – Programmer
Dan Viescas – Artist
Jerry Huber – Artist

Quarterback – November 9, 1987
Medo Moreno – Director
John Rowe – Director
Phil Sorger – Programmer
Bob Skinner – Programmer
John Morgan – Programmer
Steve Hostetler – Programmer
Keith Gabryelski – Programmer
Mike Enright – Programmer
Kevin Lydy – Artist
David Cartt – Audio
Mike Marsh – Audio
Sam Powell – Music
Eric Henderson – Hardware Engineer
Dave Scott – Hardware Engineer
Patrick Curran – Consultant

Unreleased

Side Gunner

1988

Super Dodge Ball – February 1988
Developed by Technos Ltd

Viper – June 1988

Bob Loney – Designer

Strike Zone Baseball – June 1988
Medo Moreno – Designer, Programmer
Steve Hostetler – Programmer
Dan Viescas – Artist
Dana Christianson – Artist
Jerry Huber – Artist

John Elway's Team Quarterback – November 1988
Medo Moreno – Director
Dan Viescas – Director
Bob Skinner – Programmer
Phil Sorger – Programmer
John Morgan – Programmer
Steve Hostetler – Programmer
Kevin Lydy – Artist
Sam Powell – Music
Patrick Curran – Consultant
John Elway - Consultant

1989

Ivan "Ironman" Stewart's Super Off Road – April 1989
John Morgan – Designer, Programmer
John Rowe – Director
Medo Moreno – Director
Dan Viescas – Director
Earl Stratton – Programmer
Hartono Tjitro – Programmer
Steve High – Artist
Kevin Lydy – Artist
Dok Whitson – Artist
Jerry Huber – Artist
Sam Powell – Music
Mike Enright – Audio
Michelle Simon – Audio
Ivan Stewart – Consultant

All American Quarterback – October 1989

Track-Pak – October 1989
Addon for Super Off Road.

1990

World Soccer Finals – June 1990
Mike Enright – Designer
Dana Christianson – Artist

Jerry Huber – Artist
Bob Skinner – Programmer
Phil Sorger – Programmer

Pig Out – August 1990
John Rowe – Director
Medo Moreno – Director
Dan Viescas – Director
Cris Fitch – Designer, Programmer
Jerry Huber – Artist
Cris Fitch – Programmer
Joe Kosic – Programmer
Sam Powell – Audio, Music
Michelle Simon – Audio
Scott Benefiel – Cabinet Artist
Dave Scott – Cabinet Industrial Designer

Ataxx – October 1990
Based on Infection by Wise Owl Software, licensed from Virgin-Mastertronic
Medo Moreno – Designer, Programmer
John Morgan – Designer
Earl Stratton – Programmer
Hartono Tjitro – Programmer
Steve High – Artist
Kevin Lydy – Artist
Jerry Huber – Artist
Ellis Goodson – Artist
Dok Whitson – Artist
Sam Powell – Music, Audio
Michelle Simon – Audio

Brute Force – November 1990
Bob Skinner – Designer, Programmer
Kevin Lydy – Designer, Artist
John Rowe – Director
Medo Moreno – Director
Dan Viescas – Director
Hwan Kim – Programmer
Phil Sorger – Programmer
Earl Stratton – Programmer
Bruce Moore – Programmer
Sam Powell – Audio, Music
Michelle Simon – Audio

King Arthur’s Court
Developed by
Redemption kit for fitting into an arcade cabinet

1991

Danny Sullivan's Indy Heat – April 10, 1991

John Morgan – Designer, Programmer
John Rowe – Director
Medo Moreno – Director
Dan Viescas – Director
Dave Sullivan – Programmer
Joe Kosic – Programmer
Earl Stratton – Programmer
Bruce Moore – Programmer
Steve High – Artist
Ellis Goodson – Artist
Sam Powell – Music
Michelle Simon – Audio
Alex McKay – Hardware Engineer
Eric Henderson – Hardware Engineer
George Fiock – Hardware Engineer
Danny Sullivan – Consultant

Dragon's Lair II: Time Warp – October 1991

Developed by Advanced Microcomputer Systems
Darlene Waddington – Writer
Donna Stevens – Writer
Marty Foulgier – Writer
Don Bluth Productions – Animation, Audio, Production
Christopher Stone – Music

<u>Unreleased</u>

Asylum

Also known as "Cult"
Phil Sorger – Designer, Programmer
Ron Thompson – Programmer
Dok Whitson – Artist
Dana Christianson – Artist

Sega Enterprises Ltd

1966

Skill Diga

Periscope
Shikanosuke Ochi - Engineer

1967

Basketball – First Quarter 1967

Rifleman – Fourth Quarter 1967

1968

Periscope (single unit) – March 1968
Sold only in the American market

Motorpolo – April 1968

Helicopter – July 1968

Duck Hunt – December 1968

1969

Jumbo – First Quarter 1969

Missile – April 1969

Grand Prix – August 1969

Derby Day – Fourth Quarter 1969

Gun Fight – Fourth Quarter 1969

1970

Combat – April 1970

Jet Rocket – August 1970

1971

Stunt Car – First Half 1979

Night Ride – First Half 1979

Attack – First Half 1979

Astrodata – Third Quarter 1979

Dive Bomber – October 1979

Jockey Club

Air Attack

Monte Carlo

1972

Sand Buggy – First Half 1972

Lunar Rescue – First Half 1972

Killer Shark – First Half 1972

Love Tester – First Half 1972

Sonar – First Half 1972

Invaders – Second Quarter 1972

1973

Grand National Race – First Quarter 1973

Match Lock – First Quarter 1973

Star Soccer – First Quarter 1973

Monster Gun – First Half 1973

Pro Bowler – First Half 1973

Pong-Tron – July 1973
Hideki Sato – Engineer

Hockey TV – October 1973

Pong-Tron II – November 1973

1974

Table Hockey – January 1974

Cowboy – July 1974

Goal Kick – August 1974

Balloon Gun – August 1974

1975

Erase – January 1975
Licensed from Ramtek Corporation
Originally called Clean Sweep

Last Inning – March 1975

Bullet Mark – October 1975

1976

Road Race – February 1976
Hideki Sato – Engineer

Sparkling Corner – April 1976

Scorcron – August 1976

Man T. T. - August 1976
Modified version of Road Race

Rock ‘n’ Park – August 1976

Heavyweight Champ – October 1976
Hideki Sato – Engineer

1977

Twin Course TT – January 1977

Crash Course – March 1977
Licensed from Gremlin Industries
Originally named Blockade

Bomber – April 1977

Super Bowl – November 1977

Caringungan – December 1977

1978

Break Open – January 1978

Seesaw Jump – February 1978

World Cup – March 1978

Wildwood – April 1978

Galaxy War – June 1978

Space Ship – June 1978
Supposedly unauthorized version of Space Wars by Cinematronics

Top Runner – June 1978

Secret Base – August 1978

Zigzag Block – August 1978

Pro Racer – September 1978

Super Break Open – November 1978

Double Block – November 1978

Frogs – November 1978
Licensed from Gremlin Industries

Castling – December 1978

Senkan Yamato – December 1978
Also known as Space Fighter

1979

Space Attack – February 1979

Fortress – March 1979
Licensed from Gremlin Industries

Head-On – April 1979
Licensed from Gremlin Industries

Space Attack II – May 1979

Upset Block – June 1979

Triple Attack – June 1979

Star Hawk – June 1979
Licensed from Cinematronics

Basketball – September 1979
Licensed from Atari Inc

Head-On II – October 1979
Licensed from Gremlin Industries

Invinco – November 1979
Licensed from Gremlin Industries

Car Hunt – November 1979
Also known as Head-On III

Fire One – November 1979
Licensed from Exidy

Monaco GP – November 1979

Position – November 1979

Sundance – December 1979
Licensed from Cinematronics

Tailgunner – December 1979
Licensed from Cinematronics

Lunar Lander – December 1979
Licensed from Atari Inc

1980

Galaxian – February 1980
Licensed from Namco Ltd

Samurai – March 1980

Professional Monaco GP – March 1980

Asteroids – April 1980
Licensed from Atari Inc

Deep Scan – May 1980
Licensed from Gremlin Industries

Tranquilizer Gun – June 1980

Shikanosuke Ochi – Designer
Steve Hanawa – Programmer

Carnival – July 1980
Licensed from Gremlin Industries

Tag – July 1980
Licensed from Exidy Inc

Missile Command – July 1980
Licensed from Atari Inc

Space Tactics – October 1980
Hideki Sato – Designer

N Sub – December 1980

Crazy Climber – December 1980
Licensed from Nichibitsu

Pulsar – December 1980
Licensed from Gremlin Industries

1981

Battlezone – February 1981
Licensed from Atari Inc

Astro Blaster – March 1981

Borderline – April 1981

Jeanputer

Space Trek – May 1981

Star Laker – June 1981

Space Odyssey

Armor Attack – July 1981
Licensed from Cinematronics

Warlords – August 1981
Licensed from Atari Inc

Space Fury – July 1981
Licensed from Gremlin Industries

Video Hustler – July 1981
Licensed from Konami Industries Ltd

Super Cobra – August 1981
Licensed from Konami Industries Ltd

Frogger – August 1981
Licensed from Konami Industries Ltd

Turbo – October 1981
Hideki Sato – Designer
Steve Hanawa – Programmer

KO Punch (?) - October 1981

Tarpin – November 1981
Licensed from Konami Industries Ltd

Jump Bug – December 1981
Licensed from Hoei Industries

Strategy X – December 1981
Licensed from Konami Industries Ltd

005 – December 1981

1982

Zaxxon – January 1982
Developed by Ikegami Tsushinki

Eliminator – January 1982
Licensed from Gremlin Industries

Alibaba and the 40 Thieves – March 1982
Licensed from ICM

Jean Guller – April 1982
Licensed from Konami Industries Ltd

Sablock 30 – June 1982

Wanted G7 – July 1982
Licensed from

Pengo – September 1982
Developed by Coreland

Tsugaru Serizawa – October 1982

Developed by Coreland

Super Zaxxon – November 1982

Tac/Scan – November 1982
Licensed from Gremlin Industries

Super Locomotive – December 1982

Zoom 909 – December 1982

1983

Tip Tap – February 1983
Developed by Ikegami Tsushinki

Q*Bert – March 1983
Licensed from D Gottlieb & Co

Champion Baseball – March 1983
Developed by Alpda Denshi

Yamato – March 1983
Developed by GGI

Astron Belt – May 1983

Star Jacker – June 1983

Sindbad Myster – July 1983

Upon Down – September 1983

Hopper Robo – September 1983
Developed by Orca

Star Blazer – December 1983

Legres – December 1983

Command

1984

Arbergas – March 1983

Tapper – March 1984
Licensed from Bally/Midway

Mr. Biking – March 1984

Swat – April 1984
Developed by Coreland

Freaky – May 1984

Sega Enterprises Inc

1975

Bullet Mark – November 1975
Licensed from Sega Enterprises Ltd

1976

Road Race – ? 1976
Licensed from Sega Enterprises Ltd

Tracer – July 1976
Licensed from Sega Enterprises Ltd

Rodeo – October 1976
Licensed from Sega Enterprises Ltd

Fonz – December 1976
Licensed from Sega Enterprises Ltd
Originally called Man T. T.

Plinker's Canyon
Licensed from Sega Enterprises Ltd

1977

Tic-Tac Quiz – January 1977
Robert Norwalt – Engineer

Heli-Shooter – December 15, 1978
Licensed from Sega Enterprises Ltd

Soccer – December 15, 1978
Licensed from Sega Enterprises Ltd

<u>Unreleased</u>

Unnamed Joke Dispensing Machine

1978

Star Gazer – February 1978
Licensed from Sega Enterprises Ltd

Home Releases of Sega/Gremlin Games

1981

Blasto, TI 99/4A – Fourth Quarter 1981
Published by Milton-Bradley

Hustle, TI 99/4A – Fourth Quarter 1981
Published by Milton-Bradley

1982

Frogger – Atari VCS – July 1982
Published by Parker Bros

Frogger, Atari 8-Bit – August 1982
Published by Sierra On-Line

Zaxxon – Colecovision – October 1982
Published by Coleco Industries

Turbo – Colecovision – November 1982
Published by Coleco Industries

1983

Zaxxon, TRS-80, Apple II – February 1983
Published by Datasoft

Carnival, Atari 8-bit – March 1983
Published by A.N.A.L.O.G Computing

Space Fury – Colecovision – March 1983
Published by Coleco Industries

Tac/Scan – April 1983
Published by Sega Enterprises Inc

Sub/Scan – April 1983
Published by Sega Enterprises Inc

Zaxxon, TI 99/4A, NEC 6000 – April 1983
Published by Datasoft

Frogger, IBM PC – April 1983
Published by Sierra On-Line

Frogger, Commodore 64 – May 1983

Published by Sierra On-Line

Frogger – Intellivision – April 1983
Published by Parker Bros

Frogger, Atari 5200 – June 1983
Published by Parker Bros

Star Trek: Strategic Operations Simulator, Atari VCS, Atari 5200, Atari 8-bit, Commodore 64, VIC-20, TI 99/4A – September 1983
Published by Sega Enterprises Inc

Frogger, Dragon 32 – September 1983
Published by Microdeal

Pengo, Atari 5200 – September 1983
Published by Atarisoft

Thunderground – Atari VCS – September 1983

Sub Roc – Colecovision – October 1983

Buck Rogers: Planet of Zoom, Atari 2600, Atari 5200, Atari 8-bit, Commodore 64, VIC-20, TI 99/4A – November 1983
Published by Sega Enterprises Inc

Buck Rogers: Planet of Zoom, Coleco Adam
Published by Coleco Industries

Frogger: The Official – November 1983
Published by Starpath

Zaxxon, Mini-Arcade Electronic Game – November 1983
Published by Coleco Industries

Frogger – Colecovision – November 1983
Published by Parker Bros

Congo Bongo, Atari VCS, Atari 5200, Atari 8-bit, Commodore 64, VIC-20, TI 99/4A, Intellivision – December 1983
Published by Sega Enterprises Inc

1984

Turbo – Intellivision – February 1984

Zaxxon – Commodore 64 – April 1984
Published by Synapse software

Zaxxon, IBM PC – June 1984
Published by Sega Enterprises Inc

Spy Hunter, Commodore 64, IBM PC, IBM PC Jr, Atari 8-bit, Apple II – October 1984
Published by Sega Enterprises Inc
Licensed from Bally/Midway

Tapper, Commodore 64, IBM PC, IBM PC Jr, Atari 8-bit, Apple II – October 1984
Published by Sega Enterprises Inc
Licensed from Bally/Midway

Spy Hunter – Atari VCS, Colecovision, Coleco Adam – October 1984
Published by Sega Enterprises Inc
Licensed from Bally/Midway

Tapper – Atari VCS, Colecovision, Coleco Adam – October 1984
Published by Sega Enterprises Inc
Licensed from Bally/Midway

Up 'N Down – Atari VCS, Atari 8-bit, Colecovision, Coleco Adam, Commodore 64, Apple II, IBM PC – October 1984
Published by Sega Enterprises Inc
Licensed from Sega Enterprises Ltd

Congo Bongo – Colecovision, Coleco Adam, Apple II, IBM PC, IBM PC Jr – October 1984
Published by Sega Enterprises Inc

Zaxxon – IBM PC Jr, Apple II, Coleco Adam – November 1984
Published by Sega Enterprises Inc

Frogger II: Threedeep – Atari VCS, Atari 5200, Colecovision, Commodore 64 (Cartridge) – September 1984
Published by Parker Bros
Licensed from Sega Enterprises Inc

Frogger II: Threedeep – Commodore 64 (Diskette) – November 1984
Published by Sega Enterprises Inc

1985

Up 'N' Down – Colecovision – January 1985
Published by

Frogger II: Threedeep – Atari 8-bit (Cartridge) – February 1985
Published by Parker Bros
Licensed from Sega Enterprises Inc

Frogger II: Threedeep – Atari 8-bit (Diskette) – February 1985
Published by Sega Enterprises Inc

Frogger II: Threedeep – Apple II, IBM PC – February 1985
Published by

Super Zaxxon – Atari 8-bit, Apple II, IBM PC – February 1985
Published by Sega Enterprises Inc

Super Zaxxon – Commodore 64 – February 1985
Published by HESWare
Licensed from Sega Enterprises Inc

Spy Hunter – Commodore 64 – March 1985
Published by US Gold

Tapper – Commodore 64 – March 1985
Published by US Gold

Home Releases of Cinematronics/Leland Games

1982

Starhawk – Vectrex – October 1982
Published by General Consumer Electronics

Rip Off – Vectrex – October 1982
Published by General Consumer Electronics

Armor Attack – Vectrex – October 1982
Published by General Consumer Electronics

Solar Quest – Vectrex – October 1982
Published by General Consumer Electronics

Space Wars – Vectrex – October 1982
Published by General Consumer Electronics

1983

Star Castle – Vectrex – October 1983
Published by General Consumer Electronics

1988

John Elway's Quarterback – Commodore 64, IBM PC – September 1988
Published by Virgin Melbourne House

John Elway's Quarterback – NES – October 1988
Developed by Rare Ltd
Published by Tradewest

John Elway's Quarterback – Apple II, Apple IIGS – November 1988
Published by Virgin Melbourne House

1989

Orel Hershiser's Strike Zone – IBM PC, Commodore 64 – September 1989
Published by Virgin Melbourne House

1990

Ivan 'Ironman' Stewart's Super Off Road – Amiga, Amstrad CPC, Atari ST, Commodore 64, DOS, ZX Spectrum
Published by Virgin Mastertronic

Ivan 'Ironman' Stewart's Super Off Road – NES – June 1990

Published by Tradewest

Ivan ‘Ironman’ Stewart’s Super Off Road – Handheld – November 1990
Published by Tiger Electronics

1992

Ivan ‘Ironman’ Stewart’s Super Off Road – Game Boy
Published by Tradewest

Ivan ‘Ironman’ Stewart’s Super Off Road – SNES
Published by Tradewest

Ivan ‘Ironman’ Stewart’s Super Off Road – Game Gear
Published by Virgin Games

Danny Sullivan’s Indy Heat – Amiga, Atari ST, commodore 64
Published by Storm

Danny Sullivan’s Indy Heat – NES – November 1991
Published by Tradewest

1992

Pro Quarterback – SNES, Genesis – November 1992
Published by Tradewest

1993

Ivan ‘Ironman’ Stewart’s Super Off Road – Master System
Published by Virgin Games

Super Off-Road – SNES
Published by Tradewest

1994

Ivan ‘Ironman’ Stewart’s Super Off Road – Genesis
Published by Ballistic

Fun ‘N Games – SNES, Genesis
Published by Tradewest

Double Dragon V: The Shadow Falls – SNES, Genesis – July 1994
Published by Tradewest

1995

Double Dragon V: The Shadow Falls – Atari Jaguar

Published by Tradewest

Kyle Petty's No Fear Racing – SNES – May 9, 1995
Published by Williams Entertainment Inc